U.S. Application No. 09/752,828
Attorney Docket No. 0023-0026

<u>Amendments to the Claims:</u>

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended) A method of processing data in a data transmitting system, comprising:

forwarding data for further processing in the data transmitting system when data is being received;

generating idle time synchronizing information <u>including at least a runt abort packet</u> during idle time when data is not being received, the idle time synchronizing information for synchronizing a data receiving system with the data transmitting system;, ~~the generating idle time synchronizing information comprising:~~

~~preparing a runt abort packet;~~ and

generating packet information by processing the data and the idle time synchronizing information in accordance with a packet protocol.

2. (currently amended) The method of claim 1, wherein the ~~preparing a~~ runt abort packet includes:

~~preparing~~ a packet having a length of less than six bytes.

3. (currently amended) The method of claim 2, wherein the ~~preparing a~~ runt abort packet includes:

~~preparing a~~ runt abort packet having an abort byte sequence at an end of the runt abort packet.

4. (original) The method of claim 1, further including:

loading idle time indication information into a data format consistent with the packet protocol.

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5. (original) The method of claim 4, further including:

alternately forwarding the idle time synchronization information and idle time indication information.

6. (previously presented) The method of claim 1, wherein the generating packet information includes:

scrambling the idle time synchronizing information.

7. (original) The method of claim 1, further including:

creating network information by processing the packet information in accordance with a transport protocol; and

forwarding the network information to a data receiving system.

8. (previously presented) The method of claim 7, wherein the creating network information includes:

scrambling the packet information.

9. (currently amended) Apparatus for processing data in a data transmitting system, comprising:

a data element for forwarding data for further processing in the data transmitting system when data is being received and creating idle time synchronizing information during idle time when data is not being received, the idle time synchronizing information for synchronizing a data receiving system with the data transmitting system and placing the data receiving system in a correct state with respect to whether an inter-frame time fill byte or a data byte is being received,

wherein the idle time synchronizing information includes an alternating sequence of runt abort packets and idle time indication bytes; and

a packet processing element for creating packet information by processing the data and the idle time synchronizing information in accordance with a packet protocol.

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10.   canceled

11. (currently amended) The apparatus of claim 9 [[10]], wherein the runt abort packets ~~preparing element is configured to:~~ have ~~prepare the runt abort packet having~~ a length less than six bytes.

12.   canceled

13.   canceled

14. (original) The apparatus of claim 9, wherein the packet processing element comprises:

    a scrambler for scrambling the idle time synchronizing information.

15. (previously presented) The apparatus of claim 9, further comprising:

    a network processing element for creating network information by processing the packet information in accordance with a transport protocol; and

    a data transmission element for forwarding the network information to the data receiving system.

16. (previously presented) The apparatus of claim 15, wherein the network processing element comprises:

    a scrambler for scrambling the packet information.

17. (currently amended) A method for receiving data at a data receiving system, comprising:

    receiving an idle time synchronizing packet that was generated by a transmitting system during idle time at the transmitting system;

    determining that the idle time synchronizing packet includes a runt abort packet; and

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synchronizing the data receiving system with the transmitting system by processing the idle time synchronizing packet, the processing the idle time synchronizing packet causing the data receiving system to be in a correct state with respect to whether an inter-frame time fill byte or a data byte is being received.

18.   canceled

19. (currently amended) The method of claim 17, further including:

discarding the idle time synchronizing packet from network transport information if it is determined that the idle time synchronizing packet includes a runt abort packet.

20-23. canceled

24. (currently amended) A method for synchronizing a transmitting system with a receiving system, comprising:

forwarding data from the transmitting system to the receiving system when the data is being received by the transmitting system;

creating an idle time synchronizing a runt abort packet during idle time when the transmitting system is not receiving data, wherein the runt abort packet has a length of less than six bytes;

forwarding the idle time synchronization runt abort packet to the receiving system; and

processing the idle time synchronization runt abort packet at the receiving system to synchronize the receiving system with the transmitting system, wherein:

the processing the idle time synchronization runt abort packet further comprises:

causing the receiving system to be placed in a correct state with respect to whether an inter-frame time fill byte or a data byte is being received.

25-26. canceled

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27.   (currently amended) The method of claim 24, wherein the processing the ~~idle time synchronization~~ runt abort packet includes:

descrambling the ~~idle time synchronization~~ runt abort packet.

28.   (Original)   The method of claim 24, further including:

processing an incoming data stream in accordance with a network protocol; and

further processing the incoming data stream in accordance with a packet protocol.

29.   canceled

30. (currently amended) A system for synchronizing a transmitting system with a receiving system, comprising:

a data element for forwarding data from the transmitting system to the receiving system when data is being received by the transmitting system and for creating [[an]] idle time synchronizing ~~packet~~ packets during idle time when the transmitting system is not receiving data, wherein the idle time synchronizing packets include at least one runt abort packet;

a forwarding element for forwarding the idle time synchronization packet to the receiving system; and

a receiver processing element for processing the idle time synchronization packet at the receiving system to synchronize the receiving system with the transmitting system, the receiver processing element being configured to place the receiving system in a correct state with respect to whether an inter-frame time fill byte or a data byte is being received.

31. (currently amended) The system of claim 30, wherein the ~~data element~~ idle time synchronizing packets include an alternating sequence of runt abort packets and idle time indication bytes ~~a runt abort packet element for creating a runt abort packet~~.

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32.. (currently amended) The system of claim [[31]] 30, wherein the runt abort packet element is configured to create the runt abort packet having include an abort packet byte sequence.

33. (original) The system of claim 30, wherein the receiver processing element comprises:

a descrambler for descrambling the idle time synchronization packet.

34. (original) The system of claim 30, further including:

a network protocol processing element for processing an incoming data stream in accordance with a network protocol; and

a packet protocol processing element for further processing the incoming data stream in accordance with a packet protocol.

35. (previously presented) The system of claim 30, wherein the receiver processing element includes:

a runt abort packet determining element for determining the idle time synchronization packet is a runt abort packet and discarding the runt abort packet.

36. (previously presented) A method for receiving data at a data receiving system, comprising:

receiving a synchronizing packet generated by a data transmitting system;

determining whether the synchronizing packet includes a runt abort packet;

synchronizing the data receiving system with the data transmitting system; and

setting a state of the data receiving system to a correct state with respect to whether an inter-frame time fill byte or a data byte is being received when the

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determining determines that the idle time synchronizing packet includes a runt abort

packet.

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